C16/C116+4

COMPUTING-MONTHLY

C16

C116

C = 16

READERS
LETTERS

GAME

REVIEW

TRAP THE KING - FINAL PART

UNDERGROUND PROGRAM - PART 2

CHRISTMAS TREE PROGRAM

|||||||||||||PLUS/4

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Eds Bits

Hello members, sorry for the delay, things are getting better, I asure you. Well, how about it then, next month is the first trial A5 issue, and if everything turns out ok, then I will stick with the A5 size. We've had more members joining us, and I'll list all the new members next month. Also next month Kevin Wheals follow up to John Hadlows Quasi Op-Code article, and some more game saves from tape to disk using Graham Terry's method produced in issue 4.

Rob Marshal, are you still looking for a screen dump program, if yes please phone me using the number below.

Right you 'orible lot, whats the matter with yeh, I want letters, progs, hints, tips, maps anything in fact for the C16/+4, I don't care how trivial you think it is, it could be the last piece to another persons jigsaw, so send any articles to the address below NOW!!!!!

I've been getting lonely up here, phone me more often, its nice to have a chat with you, so please ring and speak to me. Right I want a DISK DRIVE 1541 or 1551, please cantact me if you can help. Please can anybody tell me what is the difference between the 1541 and 1551 as how to fit them to my C16/+4, oh yes that reminds me, I 'm after another +4, so if you can help call the number below.

An explanation is needed: if you have sent me any articles, but I have not yet printed them don't, worry because I'm stock piling them so that I don't run out of articles to print and so that I have always got something to print. So please don't stop sending them, and if you have sent an article and it was over 2 months ago and still has'nt been printed then please contact me and I'll get it straight into the mag.

James McBride the winner of the Title Master I & II programs donated, with many thanks from me, from Dave Brighton of Sheffield, has had quite a few comments on his winning front cover design, no, you have'nt had any complaints about it, but quite the opposite, members have congratulated you through me, and think I chose a good harding hitting, clear cover, that is quite striking, well I'm sure James thanks all of the members that sends there congratulations, James would you please review the programs for me, many thanks.

I have had an idea put to me to stop the delays with getting the mags out on time, I have had it suggested to me that I should change the mag to a BI-MONTHLY (every 2 months) magazine, what are your views on this, please let me know before April 1990, please note you would loose any pages, it would be 2 single issue worth (approx 40 pages) every two months instead of 20 pages per month, well contact me on that one please. Well I'll shut up now and let you read on, and by the way January 1990 ish is ready, so send your money soon, to get it quickly!!!!!

Write to me at:- Roy Robinson, 112 Cliff Road, HORNSEA, N.Humberside, HU18 1JE.
Or telephone (0964) 534611 after 6pm, if out, leave name and any messages.

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1D00-1D3F  END AND START ROUTINE,PRINTS SCREEN MESSAGES,'Y'REGISTER HOLDS
     *          OFFSET FROM $2200,'X'REGISTER HOLDS NUMBER OF CHARACTERS TO PRINT.
  1D1D        GET KEYBOARD INPUT ONE CHARACTER AT A TIME.
1D20-1D2F  CHECK RETURNED CHARACTER IS IT YES (Y) OR NO (N).
1D31-1D3C  IT'S YES SO RESET SYSTEM AND JUMP TO BEGINING,RESET STACK POINTER
     *          AT $1D34-$1D36 JUST IN CASE.
  1D40        HOME CURSOR.
1D43-1D4E  WHEN YOU HAVE LOST MOST OF YOUR PIECES THIS ROUTINE PRINTS
     *          SURRENDER MESSAGE AT TOP OF SCREEN.
1D51-1D5A  GET KEY INPUT AND CHECK IF IT IS A CAPITAL 'N' OR 'Y'.IF 'Y' THEN
     *          END PROGRAMME.
1D5C-1D65  IF 'N' THEN HOME CURSOR PRINT 'TRAP THE KING' AND GOTO COMPUTERS
     *          NEXT MOVE.
1D68-1D70  RESET CURSOR AND CHECK THAT SQUARES,CONTENTS.
1D71-1D7C  RESET CURSOR,PRINT COMPUTERS CHARACTER AND GOTO SURRENDER ROUTINE.
1D80-1DAA  CHECK IF NEXT SQUARE IS EMPTY,YES? THEN GOTO 1D86.NO? THEN RETURN.
1D86-1D8C  STORE OLD POSITION IN $DA,$DB SO THAT BACKTRACKING CAN BE CHECKED
     *          RESET CURSOR,STORE POSITION IN FILE,$21B0-$21FF.CHANGE SQUARE
     *          COLOUR TO BACKGROUND COLOUR AND PRINT COMPUTERS CHARACTER (CHAR
     *          IS NOW IN POSITION BUT THE SAME COLOUR AS BACKGROUND,THUS IT
     *          CANNOT BE SEEN).
1DA3-1DA5  STORE PLAYER COLOUR IN COLOUR REGISTER.
1DA8-1DA9  PULL LAST JSR RETURN ADDRESS OFF STACK AND JUMP TO NEXT MOVE FOR
     *          THIS PIECE.
1DAD-1DC6  CHECK IF SQUARE IS EMPTY,IF 'NO' THEN RTS.IF 'YES' THEN CHECK FOR
     *          BACKTRACK AND SET THE CARRY FLAG (CLC=MOVE O.K. SEC=MOVE NOT O.K.)
1DC7-1DCE  CHECK IF MOVING PIECE IS COMPUTERS KING.
1DD0-1DDC  PART OF COMPUTERS CHECK AROUND ROUTINE,SET CURSOR,CHECK IF SQUARE
     *          IS EMPTY,IF 'NO' THEN JUMP TO $1DDD IF 'YES' THEN SET $E0 TO
     *          UNEQUAL (NOT ZERO) THIS THEN TELLS THE COMPUTER IT HAS AN EXIT
     *          FROM ITS PRESENT POSITION.
1DDD-1DE8  IF THE ABOVE ROUTINE FOUND THE SQUARE OCCUPIED THEN THIS ROUTINE
     *          WILL CHECK THE CONTENTS OF $D3 TO ESTABLISH WHAT IS IN THAT SQUARE
     *          $D3=#$00=A SCENARIO PIECE. $D3=#$FF TO #$80 (A MINUS NUMBER IN
     *          SIGNED BINARY) IT IS A COMPUTER PIECE.$D3=#$01 TO #$7F (PLUS) IT'S
     *          A PLAYER PIECE SO INCREASE $DF.
1DE9-1DF8  COMPUTER HAS LOST A PIECE,UPDATE SCREEN DISPLAY ACCORDINGLY AND
     *          JUMP TO COMPUTERS 'MOVE ENDED' ROUTINE
1E00-1E29  PUSH $D1,$D2 ON STACK,CHECK ALL ADJACENT SQUARES(DIAGONALLY).
     *          ROUTINE AT $20E0 REVEALS HIDDEN COMPUTERS PIECES,IF ANY THERE.
     *          PULL $D1,$D2 FROM STACK,THIS ROUTINE FOR PLAYERS MOVES ONLY.
1E30-1E6F  SHOT REVEAL ROUTINE.YOUR GUNS FIRE STARSHELLS WHICH EXPLODE FOUR
     *          SQUARES TO RIGHT OF OF GUN.HENCE ADC#$04 TO $D1.CHANGE COMMAND AT
     *          $20E8 TO READ JMP$1F50.DO CHECK AROUND THE IMPACT SQUARE 16 TIMES
     *          (Y REGISTER=#$10).CHANGE COLOUR BRIGHTNESS EACH TIME AND INCLUDE
     *          A SHORT DELAY SO THAT EFFECT CAN BE SEEN(LENGTH OF DELAY IS IN 'X'
     *          REGISTER AT $1E52).LASTLY PRINT CONTENTS OF IMPACT SQUARE.
1E70-1E94  PRINTS EXPLODING CHARACTERS WHEN A PIECE IS LOST.$CA HOLDS CURSOR
     *          POSITION ALONG THE LINE,$C8,$C9 HOLD START ADDRESS FOR THAT LINE
     *          $EA,$EB HOLD ADDRESS OF START POINT FOR THAT LINE IN COLOUR RAM.
     *          JSR$1F40 IS A DELAY ROUTINE SO EFFECT CAN BE SEEN.LOOP COUNTERS AT
     *          $1E74 AND $1E70 DETERMINE NUMBER OF TIMES CHARACTERS ARE PRINTED.
1E96-1E98  CLEARS CHARACTER FROM SCREEN.
1E9B-1EA2  CLEAR,(SET TO ZERO),THAT PIECES POSITION DATA IN POSITION LIST.
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1EA5-1EA9 WAS LOST PIECE YOUR KING? IF 'YES' GOTO $1D00 AND END GAME.IF'NO'
1EAB-1EB7 LOAD'Y'REGISTER WITH ZERO AND CHECK HOW MANY PIECES YOU HAVE LOST.
1EB9-1EC7 EVALUATE 'Y' REGISTER,IF Y=#$0E THEN 14 PIECES LOST,THATS TOO MANY
*.        SO GOTO $1D00 AND SURRENDER.IF Y=#$0C THEN 12 PIECES LOST THATS
*         QUITE A FEW,SO ASK IF PLAYER WISHES TO SURRENDER($1D40).IF LESS
*         THAN 12 THEN JMP$1443 (COMPUTERS TURN).
1ECB-1ED3 RESET $D1,$D2 PRIOR TO NEXT MOVE OR CHECK.
1ED5-1EDF END PROGRAMME AND RESET STACK POINTER (THE LATTER IS NOT STRICTLY
*         NEEDED BUT YOU NEVER KNOW!!)
*1F00-1F30 CHECK AROUND (NOT DIAGONALLY) FOR BOTH COMPUTER AND PLAYER,SETTING
*         CARRY FLAG AND $DF ACCORDINGLY,$DF CONTAINS NUMBER OF ENEMY AROUND
*         THAT UNIT.
1F40-1F4E DELAY LOOP JSR$E311=DELAY OF ONE MILLISECOND,DO IT 4*255 TIMES.
1F50-1F60 GET COLOUR BRIGHTNESS OF SQUARE INCREASE IT BY #$10,STORE IT BACK.
1F80-1F8E CHECK IF PLAYERS GUNS ARE MOVING.IF 'NO' RTS.IF 'YES' THEN.....
1F90-1FAA PRINT'FIRE STARSHELL Y/N?.'.GET KEY INPUT.IF YES'Y'THEN GOTO $1FAC
*         IF NO'N'THEN SWITCH OFF FLASH,HOME CURSOR AND PRINT'TRAP THE KING'
*         GOTO MAIN ROUTINE.
1FAC      PUSH $D1 ON STACK.
1FAF      'Y' REGISTER CONTAINS LOOP COUNTER,PUSH IT ONTO STACK.
1FB3      INCREASE $D1,(PRINT FIRST SHOT CHARACTER ONE SQUARE RIGHT OF GUN).
1FB5-1FC1 MOVE CURSOR,CHECK SQUARE CONTENTS,IF IT IS $4C (EDGE CHARACTER)
*         THEN PULL LOOP COUNTER OFF STACK AND FORCE BRANCH TO $1FEA (END
*         SHOT ROUTINE).
1FC3      PUSH ONTO STACK CHARACTER AND COLOUR AT PRESENT IN SQUARE ('Y'
*         REGISTER SET BY LAST CALL TO ROUTINE AT $2048).
1FC7-1FCA SET LOOP COUNTER AND PUSH ONTO STACK.
1FCB-1FCE LOAD GUNSHOT CHARACTER AND PRINT IT(CHAR. NUMBERS IN $2180-$2187).
1FD1-1FD4 RESET CURSOR AND JSR'DELAY' SO THAT CHARACTER CAN BE SEEN.
1FD7-1FDA PULL LOOP COUNTER OFF STACK DECREASE IT,CHECK IF IT'S STILL
          POSITIVE,YES WELL LOOP BACK,NO THEN..........
1FDC-1FE2 PULL COLOUR DATA OFF STACK AND STORE IT IN COLOUR RAM,PULL
          CHARACTER DATA OFF STACK AND PRINT IT.
1FE4-1FE7 HAVE WE COVERED FOUR SQUARES? NO WELL DO IT ALL AGAIN.YES WELL...
1FE9-1FEB CLEAR CARRY FLAG PULL OLD $D1 OFF STACK AND STORE IN $D1.
1FED-1FFF CHECK IF ROUTINE WAS STOPPED BY SHOT HITTING EDGE CHARACTER(CARRY
          FLAG SET),IF YES BRANCH TO $1FA1.ELSE REVEAL ALL ADJACENT SQUARES
          AND PRINT'TRAP THE KING'.PULL LAST JSR RETURN ADDRESS OFF STACK
          AND JMP$140E.
          AND THATS ALL THERE IS TO IT FOLKS.................................
          REMEMBER TO LOOK FOR THE START OF THE SPRITE PROGRAMME LISTINGS
          NEXT MONTH!!!!!.
          AS ALWAYS ANY PROBLEMS OR IMPROVEMENTS TO THIS PROGRAMME RING ME
          OR WRITE IN TO THE MAGAZINE.
          ..............................................PETER CRACK.............
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STOP PRESS!

. I must Welcome Claire Deaner, to the group, she
is the first Girl/lady (female) C16/+4 ower to Join
and I hope you'll make her feel at home, welcome
CLAIRE,

BACK ISSUES ARE AVAILABLE AT £1.50 each, inclusive
of P&P. CHEQUES/POs PAYABLE TO ROY ROBINSON PLEASE.

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1D00   20 C0 15    JSR $15C0        .  1D8E   20 B2 20    JSR $20B2
1D03   A0 93       LDY #$93         .  1D91   20 78 20    JSR $2078
1D05   A2 1C       LDX #$1C         .  1D94   A9 05       LDA #$05
1D07   20 89 20    JSR $2089        .  1D96   8D 3B 05    STA $053B
1D0A   A2 18       LDX #$18         .  1D99   A5 D0       LDA $D0
1D0C   20 71 1F    JSR $1F71        .  1D9B   20 D2 FF    JSR $FFD2
1D0F   A0 AC       LDY #$AC         .  1D9E   EA          NOP
1D11   A2 14       LDX #$14         .  1D9F   EA          NOP
1D13   20 89 20    JSR $2089        .  1DA0   EA          NOP
1D16   A0 72       LDY #$72         .  1DA1   EA          NOP
1D18   A2 11       LDX #$11         .  1DA2   EA          NOP
1D1A   20 89 20    JSR $2089        .  1DA3   A9 53       LDA #$53
1D1D   20 50 20    JSR $2050        .  1DA5   8D 3B 05    STA $053B
1D20   C9 0E       CMP #$0E         .  1DA8   68          PLA
1D22   D0 09       BNE $1D2D        .  1DA9   68          PLA
1D24   A9 93       LDA #$93         .  1DAA   4C 88 15    JMP $1588
1D26   8D 04 1D    STA $1D04        .  1DAD   20 B2 20    JSR $20B2
1D29   4C D5 1E    JMP $1ED5        .  1DB0   20 BC 20    JSR $20BC
1D2C   EA          NOP              .  1DB3   90 01       BCC $1DB6
1D2D   C9 19       CMP #$19         .  1DB5   60          RTS
1D2F   D0 EC       BNE $1D1D        .  1DB6   A5 D1       LDA $D1
1D31   20 00 20    JSR $2000        .  1DB8   C5 DA       CMP $DA
1D34   A2 F8       LDX #$F8         .  1DBA   D0 08       BNE $1DC4
1D36   9A          TXS              .  1DBC   A5 D2       LDA $D2
1D37   A9 93       LDA #$93         .  1DBE   C5 DB       CMP $DB
1D39   8D 04 1D    STA $1D04        .  1DC0   D0 02       BNE $1DC4
1D3C   4C 00 12    JMP $1200        .  1DC2   38          SEC
1D3F   EA          NOP              .  1DC3   60          RTS
1D40   20 6F 1F    JSR $1F6F        .  1DC4   18          CLC
1D43   A0 82       LDY #$82         .  1DC5   60          RTS
1D45   A2 11       LDX #$11         .  1DC6   EA          NOP
1D47   20 89 20    JSR $2089        .  1DC7   A6 E7       LDX $E7
1D4A   A0 72       LDY #$72         .  1DC9   E0 23       CPX #$23
1D4C   A2 14       LDX #$14         .  1DCB   D0 B9       BNE $1D86
1D4E   20 89 20    JSR $2089        .  1DCD   60          RTS
1D51   20 50 20    JSR $2050        .  1DCE   EA          NOP
1D54   C9 19       CMP #$19         .  1DCF   EA          NOP
1D56   F0 A8       BEQ $1D00        .  1DD0   20 B2 20    JSR $20B2
1D58   C9 0E       CMP #$0E         .  1DD3   20 BC 20    JSR $20BC
1D5A   D0 F5       BNE $1D51        .  1DD6   B0 05       BCS $1DDD
1D5C   20 6F 1F    JSR $1F6F        .  1DD8   A9 80       LDA #$80
1D5F   20 78 1F    JSR $1F78        .  1DDA   85 E0       STA $E0
1D62   20 B2 20    JSR $20B2        .  1DDC   60          RTS
1D65   4C 43 14    JMP $1443        .  1DDD   20 CC 20    JSR $20CC
1D68   20 B2 20    JSR $20B2        .  1DE0   24 D3       BIT $D3
1D6B   20 BC 20    JSR $20BC        .  1DE2   F0 04       BEQ $1DE8
1D6E   90 16       BCC $1D06        .  1DE4   30 02       BMI $1DE8
1D70   60          RTS              .  1DE6   E6 DF       INC $DF
1D71   20 B2 20    JSR $20B2        .  1DE8   60          RTS
1D74   A5 D0       LDA $D0          .  1DE9   A6 D6       LDX $D6
1D76   20 D2 FF    JSR $FFD2        .  1DEB   BC E6 22    LDY $22E6,X
1D79   4C 00 1D    JMP $1D00        .  1DEE   B9 00 0F    LDA $0F00,Y
1D7C   EA          NOP              .  1DF1   AA          TAX
1D7D   EA          NOP              .  1DF2   CA          DEX
1D7E   EA          NOP              .  1DF3   8A          TXA
1D7F   EA          NOP              .  1DF4   99 00 0F    STA $0F00,Y
1D80   20 AD 1D    JSR $1DAD        .  1DF7   68          PLA
1D83   90 01       BCC $1D86        .  1DF8   4C 90 15    JMP $1590
1D05   60          RTS              .  1DFB   EA          NOP
1D86   A5 E5       LDA $E5          .  1DFC   EA          NOP
1D88   85 DA       STA $DA          .  1DFD   EA          NOP
1D8A   A5 E6       LDA $E6          .  1DFE   EA          NOP
1D8C   85 DB       STA $DB          .  1DFF   EA          NOP
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1E00  A5 D1      LDA $D1
1E02  48         PHA
1E03  A5 D2      LDA $D2
1E05  48         PHA
1E06  C6 D1      DEC $D1
1E08  C6 D2      DEC $D2
1E0A  20 E8 20   JSR $20E8
1E0D  E6 D1      INC $D1
1E0F  E6 D1      INC $D1
1E11  20 E8 20   JSR $20E8
1E14  E6 D2      INC $D2
1E16  E6 D2      INC $D2
1E18  20 E8 20   JSR $20E8
1E1B  C6 D1      DEC $D1
1E1D  C6 D1      DEC $D1
1E1F  20 E8 20   JSR $20E8
1E22  68         PLA
1E23  85 D2      STA $D2
1E25  68         PLA
1E26  85 D1      STA $D1
1E28  60         RTS
1E29  EA         NOP
1E2A  EA         NOP
1E2B  EA         NOP
1E2C  EA         NOP
1E2D  EA         NOP
1E2E  EA         NOP
1E2F  EA         NOP
1E30  A5 D1      LDA $D1
1E32  48         PHA
1E33  18         CLC
1E34  69 04      ADC #$04
1E36  85 D1      STA $D1
1E38  EA         NOP
1E39  A9 4C      LDA #$4C
1E3B  8D E8 20   STA $20E8
1E3E  A9 50      LDA #$50
1E40  8D E9 20   STA $20E9
1E43  A9 1F      LDA #$1F
1E45  8D EA 20   STA $20EA
1E48  A0 10      LDY #$10
1E4A  98         TYA
1E4B  48         PHA
1E4C  20 00 1F   JSR $1F00
1E4F  20 00 1E   JSR $1E00
1E52  A2 0C      LDX #$0C
1E54  20 42 1F   JSR $1F42
1E57  68         PLA
1E58  A8         TAY
1E59  88         DEY
1E5A  D0 EE      BNE $1E4A
1E5C  A9 20      LDA #$20
1E5E  8D E8 20   STA $20E8
1E61  8D EA 20   STA $20EA
1E64  A9 B2      LDA #$B2
1E66  8D E9 20   STA $20E9
1E69  20 E8 20   JSR $20E8
1E6C  68         PLA
1E6D  85 D1      STA $D1
1E6F  60         RTS
1E70  68         PLA
1E71  20 B2 20   JSR $20B2
1E74  A0 06      LDY #$06

1E76  98         TYA
1E77  48         PHA
1E78  A0 03      LDY #$03
1E7A  98         TYA
1E7B  48         PHA
1E7C  18         CLC
1E7D  69 40      ADC #$40
1E7F  A4 CA      LDY $CA
1E81  91 C8      STA ($C8),Y
1E83  A9 71      LDA #$71
1E85  91 EA      STA ($EA),Y
1E87  EA         NOP
1E88  EA         NOP
1E89  20 40 1F   JSR $1F40
1E8C  68         PLA
1E8D  A8         TAY
1E8E  88         DEY
1E8F  10 E9      BPL $1E7A
1E91  68         PLA
1E92  A8         TAY
1E93  88         DEY
1E94  10 E0      BPL $1E76
1E96  A9 20      LDA #$20
1E98  20 D2 FF   JSR $FFD2
1E9B  A6 E7      LDX $E7
1E9D  A9 00      LDA #$00
1E9F  9D B0 21   STA $21B0,X
1EA2  9D E0 21   STA $21E0,X
1EA5  E0 11      CPX #$11
1EA7  D0 03      BNE $1EAC
1EA9  4C 00 1D   JMP $1D00
1EAC  A2 11      LDX #$11
1EAE  A0 00      LDY #$00
1EB0  BD B0 21   LDA $21B0,X
1EB3  D0 01      BNE $1EB6
1EB5  C8         INY
1EB6  CA         DEX
1EB7  10 F7      BPL $1EB0
1EB9  C0 0E      CPY #$0E
1EBB  90 03      BCC $1EC0
1EBD  4C 00 1D   JMP $1D00
1EC0  C0 0C      CPY #$0C
1EC2  90 03      BCC $1EC7
1EC4  4C 40 1D   JMP $1D40
1EC7  4C 43 14   JMP $1443
1ECA  EA         NOP
1ECB  A5 E5      LDA $E5
1ECD  85 D1      STA $D1
1ECF  A5 E6      LDA $E6
1ED1  85 D2      STA $D2
1ED3  60         RTS
1ED4  EA         NOP
1ED5  20 D2 FF   JSR $FFD2
1ED8  20 00 20   JSR $2000
1EDB  A2 F8      LDX #$F8
1EDD  9A         TXS
1EDE  00         BRK
1EDF  EA         NOP
1EE0  A2 3F      LDX #$3F
1EE2  A9 00      LDA #$00
1EE4  9D 80 32   STA $3280,X
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1EE7  CA           DEX
1EE8  10 FA        BPL $1EE4
1EEA  A2 02        LDX #$02
1EEC  A0 00        LDY #$00
1EEE  B9 88 21     LDA $2188,Y
1EF1  9D 80 32     STA $3280,X
1EF4  8A           TXA
1EF5  18           CLC
1EF6  69 08        ADC #$08
1EF8  AA           TAX
1EF9  C8           INY
1EFA  C0 08        CPY #$08
1EFC  D0 F0        BNE $1EEE
1EFE  60           RTS
1EFF  EA           NOP
1F00  A5 D1        LDA $D1
1F02  48           PHA
1F03  A5 D2        LDA $D2
1F05  48           PHA
1F06  EA           NOP
1F07  A9 00        LDA #$00
1F09  85 DF        STA $DF
1F0B  C6 D2        DEC $D2
1F0D  20 E8 20     JSR $20E8
1F10  E6 D2        INC $D2
1F12  C6 D1        DEC $D1
1F14  20 E8 20     JSR $20E8
1F17  E6 D1        INC $D1
1F19  E6 D1        INC $D1
1F1B  20 E8 20     JSR $20E8
1F1E  C6 D1        DEC $D1
1F20  E6 D2        INC $D2
1F22  20 E8 20     JSR $20E8
1F25  A5 DF        LDA $DF
1F27  C9 02        CMP #$02
1F29  68           PLA
1F2A  85 D2        STA $D2
1F2C  68           PLA
1F2D  85 D1        STA $D1
1F2F  60           RTS
1F30  EA           NOP
1F31  EA           NOP
1F32  EA           NOP
1F33  EA           NOP
1F34  EA           NOP
1F35  EA           NOP
1F36  EA           NOP
1F37  EA           NOP
1F38  EA           NOP
1F39  EA           NOP
1F3A  EA           NOP
1F3B  EA           NOP
1F3C  EA           NOP
1F3D  EA           NOP
1F3E  EA           NOP
1F3F  EA           NOP
1F40  A2 04        LDX #$04
1F42  A0 00        LDY #$00
1F44  20 11 E3     JSR $E311
1F47  88           DEY

1F48  D0 FA        BNE $1F44
1F4A  CA           DEX
1F4B  D0 F7        BNE $1F44
1F4D  60           RTS
1F4E  EA           NOP
1F4F  EA           NOP
1F50  20 B2 20     JSR $20B2
1F53  20 EB 20     JSR $20EB
1F56  A4 CA        LDY $CA
1F58  B1 EA        LDA ($EA),Y
1F5A  18           CLC
1F5B  69 10        ADC #$10
1F5D  91 EA        STA ($EA),Y
1F5F  60           RTS
1F60  EA           NOP
1F61  EA           NOP
1F62  EA           NOP
1F63  EA           NOP
1F64  EA           NOP
1F65  EA           NOP
1F66  EA           NOP
1F67  EA           NOP
1F68  EA           NOP
1F69  EA           NOP
1F6A  A9 84        LDA #$84
1F6C  20 D2 FF     JSR $FFD2
1F6F  A2 00        LDX #$00
1F71  A0 00        LDY #$00
1F73  18           CLC
1F74  20 F0 FF     JSR $FFF0
1F77  60           RTS
1F78  A0 06        LDY #$06
1F7A  A2 26        LDX #$26
1F7C  20 89 20     JSR $2089
1F7F  60           RTS
1F80  A6 E7        LDX $E7
1F82  E0 0E        CPX #$0E
1F84  F0 0A        BEQ $1F90
1F86  E0 0F        CPX #$0F
1F88  F0 06        BEQ $1F90
1F8A  E0 10        CPX #$10
1F8C  F0 02        BEQ $1F90
1F8E  60           RTS
1F8F  EA           NOP
1F90  20 6A 1F     JSR $1F6A
1F93  A0 60        LDY #$60
1F95  A2 26        LDX #$26
1F97  20 89 20     JSR $2089
1F9A  20 50 20     JSR $2050
1F9D  C9 0E        CMP #$0E
1F9F  D0 07        BNE $1FA8
1FA1  20 6A 1F     JSR $1F6A
1FA4  20 78 1F     JSR $1F78
1FA7  60           RTS
1FA8  C9 19        CMP #$19
1FAA  D0 EE        BNE $1F9A
1FAC  A5 D1        LDA $D1
1FAE  48           PHA
1FAF  A0 03        LDY #$03
1FB1  98           TYA
1FB2  48           PHA
1FB3  E6 D1        INC $D1
1FB5  20 B2 20     JSR $20B2
```
......CONTINUED...................

```
. 1FB0    20 48 20    JSR  $2048          . 1FDD    A4 CA       LDY  $CA
. 1FBB    C9 4C       CMP  #$4C           . 1FDF    91 EA       STA  ($EA),Y
. 1FBD    D0 04       BNE  $1FC3          . 1FE1    68          PLA
. 1FBF    68          PLA                 . 1FE2    91 C8       STA  ($C8),Y
. 1FC0    38          SEC                 . 1FE4    68          PLA
. 1FC1    B0 27       BCS  $1FEA          . 1FE5    A8          TAY
. 1FC3    48          PHA                 . 1FE6    88          DEY
. 1FC4    B1 EA       LDA  ($EA),Y        . 1FE7    10 C8       BPL  $1FB1
. 1FC6    48          PHA                 . 1FE9    18          CLC
. 1FC7    A0 07       LDY  #$07           . 1FEA    68          PLA
. 1FC9    98          TYA                 . 1FEB    85 D1       STA  $D1
. 1FCA    48          PHA                 . 1FED    B0 B2       BCS  $1FA1
. 1FCB    B9 80 21    LDA  $2180,Y        . 1FEF    20 30 1E    JSR  $1E30
. 1FCE    20 D2 FF    JSR  $FFD2          . 1FF2    20 6A 1F    JSR  $1F6A
. 1FD1    20 B2 20    JSR  $20B2          . 1FF5    20 78 1F    JSR  $1F78
. 1FD4    20 40 1F    JSR  $1F40          . 1FF8    68          PLA
. 1FD7    68          PLA                 . 1FF9    68          PLA
. 1FD8    A8          TAY                 . 1FFA    4C 0E 14    JMP  $140E
. 1FD9    88          DEY                 . 1FFD    EA          NOP
. 1FDA    10 ED       BPL  $1FC9          . 1FFE    EA          NOP
. 1FDC    68          PLA                 . 1FFF    EA          NOP
```

.........END OF LISTING...........

- -

Please send me issue 10 of 'C16/C116/+4 COMPUTING MONTHLY'.

I enclose a PO/CHEQUE for the value of £1.00.

NAME & ADDRESS:

SIGNED: _____

- -

The above form should only be filled in by those who order the mag monthly,
not by those who subscribe yearly. Monthly subscribers can photocopy the
form so you don't chop up the mag, but please send it when ordering the
issue required as it saves me a lot of time and you will get your mag much
more quickly.

MEGA - Game Review

Title: TASKFORCE
Publisher: PLATERS PREMIER
Price: £2.99 CASSETTE
Reviewer: Andy Tang, LONDON

Lately Players have been supporting C16/+4 users by releasing some high
quality games at low prices. Thier latest is TaskForce; a flick screen
arcade shoot-em-up. TaskForce is released on Players Permier Lable, priced
at £2.99 which is a pound more than their original range. now
I think the extra pound is there to cover the cost of improving the game
itself as well as the packaging and artwork.
The storyline goes like this: The evil snide Gantree and his band of
mercenaries have taken over a top secret air force base located in the
South Pacific. The base has a arsenal of nuclear missles and snide would
not hesitate to use them.
You are the Task Force, a squadron of Earth's finest jet fighters equipped
with destructive fire power, your mission is to secure the base and its
missle.

As soon as the game has loaded you are presented with a title screen
containing the programs credits and highest score display. Tapping the
space bar starts the game. The screen is divided into three parts, the
largest part is the playing area, on the right hand side is your weapon
status panel which shows your offensive and defensive equipment plus
ammunition, the third part is at the bottom of the screen and contains your
score and number of lives remaining.

The air force base is actually a large underground network of caverns, the
base is divided into four levels which load seperately via a fast and
reliable Multi-load system.

Each screen represents a cavern and each level has around 20 caverns. In
each cavern there are the usual hazards to avoid or destroy such as enemy
helicopters, gun turrets, power plants and force fields, on later levels
there are also huge snake like machines that are indestructable, yet deadly
to touch.

At the end of each level is a great guardian to destroy, on level one there
is a giant dome that fires its three cannons at you, these machines
requires multiple hits to destroy. In a later level theres a giant cannon
that fires missles at machine gun rate, the others I shall leave for you to
discover. The software sprites (Andy, the C16/+4 don't have sprites, but
wait till the Jan issue, all that changes, ED) used for these guardians are
probably the largest ever used in any C16/+4 game.
Snides army seems unbeatable, but don't worry you fighter has a few hidden
suprises of its own.
The most useful is the shield that makes you immortal for a few seconds;
this enables you to pass through enemey force fields and escape from
impossible situations. Your most destructive weapon is the missile which
destroys most targets with one shot.
You also have the option of vertical and diagonal cannons and of course
your standard forward firing machine gun. The machine gun has an unlimited
amount of ammunition, but the other weapons and the shields are limited, so
you have to replenish the payload whenever you have the chance by shooting
numbered oil drums.

TaskForce Review — Continued

The graphics are nicely drawn especially your fighter and the giant
guardians, colour is well used and the animation is superb, the background
is also good.   The sound in TaskForce is limited to explosions and gun
shots (well what do you want, fast action, or fancy music?? ED), which are
good but a few more effects would enhance the game more.
TaskForce is extremely playable and with 4 multi-load levels; lastability
(love that word, nice one Andy, ED) is assured. You get the urge to just
see ehats in that next cavern.
Darron Broad; the programmer of this game has taken the C16/+4 shoot-em-ups
to a new level of quality that others should follow. TaskForce is
extremely well designed and has depth, you are required to use stratergy
((<- is that spelt right?? ED) as well as skill and fast reactions, unlike
so many other shoot-em-ups where you simply blast everything that moves.
I like everything about this game, especially the packaging and artwork.
TaskForce must be one of the best C16/+4 Arcade games ever released.
Highly Recommended.

GRAPHICS   8
SOUND   6
PLAYABILITY   9
VALUE   10
OVERALL   10

Ratings are out of 10.

Well, well, I wanted a Game Review, and we certainly got one, thanks very
much Andy for this MEGA - Depth Review of a game, which I think so how you
quite liked!!

CORRECTION! ! ! ! !

Wayne Kenzitt has contacted me to tell me about an error that occured in
his FANCY TEXT ROUTINE, Page 28 of the BUMPER ISSUE 5 & 6 has an error in
it, (my fault, sorry, ED), Line O should have read:-

O POKE 804, 0: POKE 805, 32

As this should point to the location 8192 DEC ($2000 HEX).

Thanks for the correction Wayne, sorry to readers that had any difficulty
with the program.

Ok this letter seems to be late, but I hope Simon Pollard does'nt mind, and
oh by the way a couple of the points in this letter have been sorted out,
so here goes.

Dear Ed (Roy, please, its more informal, ED)
Thanks for phoning about the tape I sent you. It does'nt matter about
sending it yet because my damn +4 (no swearing please, ED) is STILL 'wait
for a chip.', as the manager of Comet so nicely puts it. Its now been 6½
weeks! As soon as I get it back, (IF I get it back), I'll be back writing
some programs and that gamne I was talking about.

It will be a fighting game, a sort of cross between Dragon Ninja and Double
Dragon, but in some very nasty scenes indeed. It will also be a one player
game and will have some of the best graphics yet to be seen on the C16/+4,
as all the best software houses say. It will have some very trendy
background music, IF SOMEONE, ANYONE, TELLS ME HOW TO USE THE INTERRUPT
MUSIC SECTION OF ANCO'S C16/+4 REFERENCE BOOK, AND SENDS ME A COPY!

I have already planned out all the graphics, but I can't start programming
it until I get my computer back!! (Simon, now has his computer back) I was
going to ask members to think of a name, but I did that last night just
after you phoned: STREET PATROL. I AM very proud of the graphix, (I love
spelling like that!!), and the music, but especially the Title Screen. Here
it is:-

PICTURE LOST DISPLAYED NEXT MONTH SORRY ED

... Good, eh? And when you've got nowhere left to hide, you could always
help me program it! Yes, the competition of the decade is here!! Anyone
can enter this compo, as long as you are human and come from the Planet
Earth, (and get your mag, Roy)! All you have to do is help me out with the
game! Sounds easy? Well, no, it is'nt. Below is a list of things that's
well beyond my Basic Capacity:-

1)   UDG COLLISION: HOW TO RECOGNISE WHEN YOU GET A SMACK IN THE FACE, OR
                    WASTE THEM WITH A V1 ROCKET LAUNCHER.

2)   INTERRUPT MUSIC: A SEOND PLEA FOR THE INSTRUCTIONS ON HOW TO USE
                    ANCO'S PROGRAM, AND, PLEASE, A PHOTOCOPY.

3)   MULTICOLOUR UDG'S: IF ANYONE CAN TELL ME HOW TO DO THESE, THEY WILL
                    BE USED. OTHERWISE, THEY'LL HAVE TO BE SPECCY
                    MONOCHROME.

4)   MACHINE CODE ROUTINE: HOW TO MOVE YOUR MAN QUICKLY USING M/C. HE IS
                   7 UDG'S TALL, AND 6 UDG'S WIDE.

All you have to do is write, or phone me with info on any of these, and if
you give me <u>any</u> info that helps me in the slightest way, you will get a
copy of the game when it is finished.   I am getting a C64, (I should'nt say
that, should I?, (I DON'T MIND, ED)), A 'C thingamabob', and I am putting
it on that also. Then, I am writing to <u>all</u> of the software firms to get it
in the shops. So just think, you could be the pround owner of a FREE game,
just for telling me one of my four queeries!! (<- is that correct? ED)
Oh, due to the C16 and C116's limited memory, it will be a multiloader.

Here's my address and phone number:

Simon Pollard, 7 Seavy Road, GOOLE, North Humberside, DN14 6TA.
Phone: (0405) 768898

Please help me out: You will not be D I S A P P O I N T E D ! ! ! ! !

P.S You will get a copy anyway Roy for being so good to us C16/C116/+4
owners (please don't, your making me blush, keep up the crawling and you
will get a nice Christmas Card next year), but you can help me if you want
to (I'll try and be of assitance).

A Plea For HELP! ! ! ! !

Dear Roy
Thanks for the info you printed in issue 8 about the PLOT and PRINT @.
Could you do another favour for me and help me please.
I tried ANCO and COMMODORE books for a book called AN INTRODUCTION TO BASIC
- PART II by PROFESSOR ANDREW COLIN, author of PART ONE, but they do not
have it.

I have PART I, any help please.

Peter Appleby
71 Byron Road
Annesley
NOTTS
NG15 0AG

*Peter I have printed your address so that other members can write to you
with any help, and I hope they will if they can, or they can write to the
mag with any info, which would be gratefully appreciated by Peter, so
please help if you can.
I must admit I don't know where to find this book either, but I remember
reading something about it being released way back in the end of 1984 and
the beginning of 1985, but have not yet seen it myself, sorry but I not of
any help here, so members rack your brains please!!!!!
Watch out next month I'm starting my own BASIC column, I'm no expert so
I'll be comming across problems which I hope we can all sort out, so look
out!!*

① ヽ

```
710 IFA$="3"THENA$=S$(3):PRINTCL$;A$:GOT
    4110
720 IFA$="4"THENA$=S$(4):PRINTCL$;A$:GOT
    4110
730 IFA$="5"THENA$=S$(5):PRINTCL$;A$:GOT
    4200
740 IFA$="6"THENA$=S$(6):PRINTCL$;A$:GOT
    4100
750 IFA$="7"THENA$=S$(7):PRINTCL$;A$:GOT
    4100
760 IFA$="8"THENA$=S$(8):PRINTCL$;A$:GOT
    4110
770 IFA$="9"THENA$=S$(9):PRINTCL$;A$:GOT
    4110
780 IFA$="A"THENA$=S$(10):PRINTCL$;A$:GO
TO4280
790 IFA$="B"THENA$=S$(11):PRINTCL$;A$:GO
TO4210
800 IFA$="C"THENA$=S$(12):PRINTCL$;A$:GO
TO4380
810 IFA$="D"THENA$=S$(13):PRINTCL$;A$:GO
TO4410
820 IFA$="E"THENA$=S$(14):PRINTCL$;A$:GO
TO4500
830 IFA$="F"THENA$=S$(15):PRINTCL$;A$:GO
TO4060
840 IFA$="G"THENA$=S$(16):PRINTCL$;A$:GO
TO4490
850 IFA$="H"THENA$=S$(17):PRINTCL$;A$:GO
TO4400
860 IFA$="I"THENA$=S$(18):PRINTCL$;A$:GO
TO4070
870 IFA$="J"THENA$=S$(19):PRINTCL$;A$:GO
TO4100
880 IFA$="K"THENA$=S$(20):PRINTCL$;A$:GO
TO4060
890 IFA$="L"THENA$=S$(21):PRINTCL$;A$:GO
TO4420
900 GOTO290
```

④

```
1310 IFC$="9"THENC$=S$(53):PRINTCL$;C$
0TO4070
1320 IFC$="A"THENC$=S$(54):PRINTCL$;C$
0TO4070
1330 IFC$="B"THENC$=S$(55):PRINTCL$;C$:G
0TO4060
1340 IFC$="C"THENC$=S$(56):PRINTCL$;C$:G
0TO4080
1350 IFC$="D"THENC$=S$(57):PRINTCL$;C$:G
0TO4140
1360 IFC$="E"THENC$=S$(58):PRINTCL$;C$:G
0TO4360
1370 IFC$="F"THENC$=S$(59):PRINTCL$;C$ G
0TO4490
1380 IFC$="G"THENC$=S$(60):PRINTCL$;C$:G
0TO4530
1390 IFC$="H"THENC$=S$(61):PRINTCL$;C$ G
0TO4060
1400 IFC$="I"THENC$=S$(62):PRINTCL$;C$:G
0TO4560
1410 IFC$="J"THENC$=S$(63):PRINTCL$;C$ G
0TO4100
1420 IFC$="K"THENC$=S$(64):PRINTCL$;C$ G
0TO4480
1430 IFC$="L"THENC$=S$(65):PRINTCL$;C$ G
0TO4070
1440 GOTO290
1450 GOSUB4020
1460 FORY=66TO87:PRINTSPC(2);S$(Y):NEXT
1470 PRINTLL$
1480 GETD$:IFD$=""THEN1480
1490 IFD$="0"THEND$=S$(66):PRINTCL$;D$:G
0TO4100
1500 IFD$="1"THEND$=S$(67):PRINTCL$;D$:G
0TO4050
```

13

②

```
910 GOSUB4020

920 FORY=22TO43:PRINTSPC(2);S$(Y):NEXT

930 PRINTLL$

940 GETB$:IFB$=""THEN940

950 IFB$="0"THENB$=S$(22):PRINTCL$;B$:GO
TO4220

960 IFB$="1"THENB$=S$(23):PRINTCL$;B$:GO
TO4310

970 IFB$="2"THENB$=S$(24):PRINTCL$;B$:GO
TO4100

980 IFB$="3"THENB$=S$(25):PRINTCL$;B$:GO
TO4110

990 IFB$="4"THENB$=S$(26):PRINTCL$;B$:GO
TO4110

1000 IFB$="5"THENB$=S$(27):PRINTCL$;B$:G
OTO4480

1010 IFB$="6"THENB$=S$(28):PRINTCL$;B$:G
OTO4100

1020 IFB$="7"THENB$=S$(29):PRINTCL$;B$:G
OTO4220

1030 IFB$="8"THENB$=S$(30):PRINTCL$;B$:G
OTO4480

1040 IFB$="9"THENB$=S$(31):PRINTCL$;B$:G
OTO4060

1050 IFB$="A"THENB$=S$(32):PRINTCL$;B$:G
OTO4100

1060 IFB$="B"THENB$=S$(33):PRINTCL$;B$:G
OTO4110

1070 IFB$="C"THENB$=S$(34):PRINTCL$;B$:G
OTO4100

1080 IFB$="D"THENB$=S$(35):PRINTCL$;B$:G
OTO4420

1090 IFB$="E"THENB$=S$(36):PRINTCL$;B$:G
OTO4080

1100 IFB$="F"THENB$=S$(37):PRINTCL$;B$:G
OTO4200
```

③

```
1110 IFB$="G"THENB$=S$(38):PRINTCL$;B$:G
OTO4100

1120 IFB$="H"THENB$=S$(39):PRINTCL$;B$:G
OTO4060

1130 IFB$="I"THENB$=S$(40):PRINTCL$;B$:G
OTO4290

1140 IFB$="J"THENB$=S$(41):PRINTCL$;B$:G
OTO4090

1150 IFB$="K"THENB$=S$(42):PRINTCL$;B$:G
OTO4060

1160 IFB$="L"THENB$=S$(43):PRINTCL$;B$:G
OTO4070

1170 GOTO290

1180 GOSUB4020

1190 FORY=44TO65:PRINTSPC(2);S$(Y):NEXT

1200 PRINTLL$

1210 GETC$:IFC$=""THEN1210

1220 IFC$="0"THENC$=S$(44):PRINTCL$;C$:G
OTO4090

1230 IFC$="1"THENC$=S$(45):PRINTCL$;C$:G
OTO4100

1240 IFC$="2"THENC$=S$(46):PRINTCL$;C$:G
OTO4100

1250 IFC$="3"THENC$=S$(47):PRINTCL$;C$:G
OTO4100

1260 IFC$="4"THENC$=S$(48):PRINTCL$;C$:G
OTO4110

1270 IFC$="5"THENC$=S$(49):PRINTCL$;C$:G
OTO4100

1280 IFC$="6"THENC$=S$(50):PRINTCL$;C$:G
OTO4100

1290 IFC$="7"THENC$=S$(51):PRINTCL$;C$:G
OTO4110

1300 IFC$="8"THENC$=S$(52):PRINTCL$;C$:G
OTO4090
```
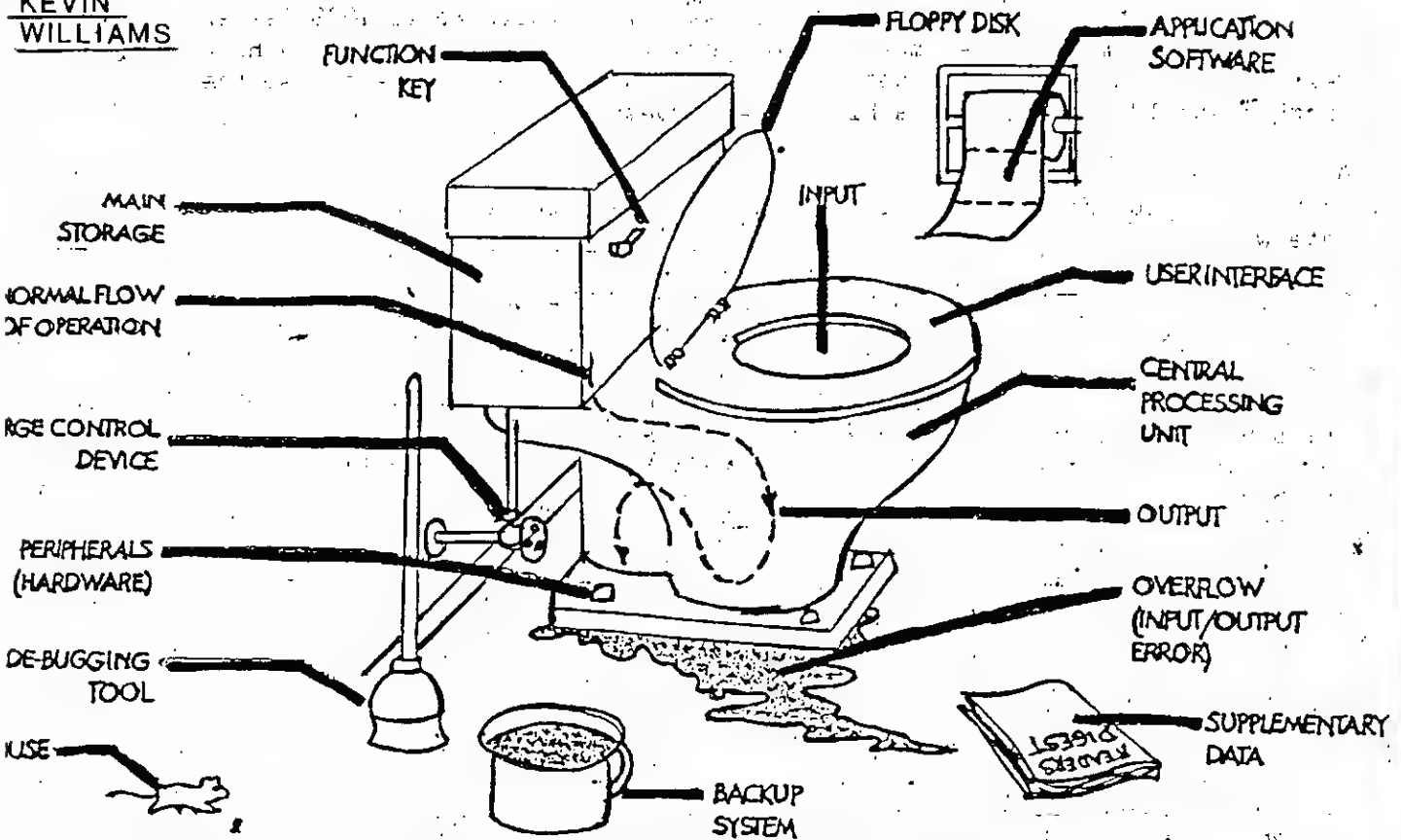
Understanding Computer Technology

More Corrections!!!!!

This is going back a bit, well back to issue 1 in fact, April 1989 issue.
Do the earlier members remember a game program that I printed called HI-LO,
well do to my silly fogetfulness, I have had some errors corrected so the
program should run with out a hitch, here goes:-

Dear Roy
Thanks for your Xmas Card. Only got it last week, because the postman was
late with it.

This is about your HI-LO Crad Game from April Issue No.1. As prined, it
did not work on my Plus/4. As no corrections had been forthcoming in the
newsletter (could I be the only one who had entered this program ?), (I
hope not, and I'm sorry for no corrections, ED). I managed to sort out the
wrong or missing pieces (which are exactly correct, many thanks, ED). In
case somebody else is interested, here enclosed are the corrections
necessary.
Wishing you all the best for the new year.

Yours Bill.

V.Berzins, Heath Hayes, CANNOCK.

P.S The Necessary alterations are underlinded.

The Corrections!!!!!

70 CS$="[BLK][SU][3SP][SI][CD][5CL][SB][3CR][SB][CD][5CL][SB][3SPC][SB][CD][5C
   L][SB][3SPC][SB][CD][5CL][SJ][3SC][SK]"

140 READA$:CD$(3,A+9)=CS$+"[RED][3CU][4CL][SS][2SPC][CD][3CL][SPC]"+A$+"[SPC][C
   D][3CL][2SPC][SS]":NEXT A:RESTORE 180

230 FOR A=1 TO 5:PRINT CA$+S$;:FOR Q=1020-15*A TO 0 STEP -80:SOUND
   1,Q,0:NEXTQ:NEXTA

270 FOR A=1 TO 4:FOR Q=2 TO 14:CD(A,Q)=0:NEXT Q:NEXT A

440 PRINT CD$(S,C);:PRINT S$:

*Bill, thanks very much for the corrections, and I'm sorry for the lack of
help, I hope to buck up my ideas this year!!!!!*

Disk Sleeve example

I've enclosed a short programe for anyone who may be interested.its a chart of all the Plus/4 and C16 colours.

'Disk Sleeve Printer' it's from the READERS SERVICES of YOUR COMMODORE. I thought it may be of interest to some of the members who have a disk drive,as you can see it makes a copy of all the items on a disk and prints them onto the sleeve format pattern.

The program may be run with either single or double sided disks,but the number of files contained on any side must not be more than 42,once the front of the disk sleeve has been filled the listing continues on the the reverse side of the sleeve. All that remains to be done is to cut around the dotted lines,fold and glue to form a sleeve.

I haven't included the programe incase it violated any copyrites but I'm sure that anyone interested can get the disk from YOUR COMMODORE'S READERS SERVICES.

I found that by putting the old sleeve inside of the new sleeve made the sleeve much firmer.

People have said that it can be used with the Plus/4 but I rang up DATEL ELECTRONICS to confirm this and they told me that it couldn't, so who is right,maybe there is an answer somewere.

J NICHOL, HOUNSLOW, MIDDLESEX.

EB - I'M CHECKING THE MOUSE PROBLEM OUT !

```
***********************************
*                                 *
*  "+4 DISK MENUS"        PRG      *
*  "CHESS DUEL"           PRG      *
*  "MARIE CELE"           PRG      *
*  "TODAY ENGLAND"        PRG      *
*  "DUEL CHESS"           PRG      *
*  "KNIGHT TOUR"          PRG      *
*  "KNIGHT TOUR 2"        PRG      *
*  "PARROT"               PRG      *
*  "TODAY ENGLAND 2"      PRG      *
*  "CASTLE ROY DATA"      PRG      *
*  "PARROT 2"             PRG      *
*  "CASTLE DRIVER"        PRG      *
*  "PARRATROOPER"         PRG      *
*  "TENNIS"               PRG      *
*  "FLIGHT SIMULATOR"     PRG      *
*  "SEA RESCUE"           PRG      *
*  "BAR SHOOT UP"         PRG      *
*  "COCONUTS"             PRG      *
*                                 *
***********************************
```

```
***********************************
*                                 *
*  "SOLITAIR"             PRG      *
*  "GLADIATOR"            PRG      *
*  "MAILBOARD"            PRG      *
*  "STAR TRADER"          PRG      *
*  "CRAO GAME"            PRG      *
*  "TIC TAC TOE"          PRG      *
*  "PIN BALL"             PRG      *
*  "SARKEY"               PRG      *
*  "BARROS HATCH"         PRG      *
*  "SUPER MAZE"           PRG      *
*  "CAR CHASE"            PRG      *
*  "TRAIN LINE"           PRG      *
*  "ROCKET"               PRG      *
*  "MASTER MIND"          PRG      *
*  "SHOW JUMPER"          PRG      *
*  "SMASH"                PRG      *
*  "BOUNCE"               PRG      *
*  "HAMPTON COURT"        PRG      *
*  "MARIE CELESTE2"       PRG      *
*  "SKIPPY"              *PRG      *
*                                 *
***********************************
```

```
10 SCNCLR
20 REM*********COL/LUM CHART***********
30 COLOR 0,2,5:COLOR4,2,5
40 GRAPHIC1,1
50 X=0
60 FORC=1TO16
70 Y=0
80 FORL=0TO7
90 COLOR 1,C,L
100 BOX1,X,Y,X+16,Y+16,,1
110 Y=Y+16
120 NEXT L
130 X=X+20
140 NEXTC
150 COLOR0,1
160 COLOR1,2,6:CHAR,1,18,"1":COLOR1,2,7:CHAR,3,18,"2",1
170 COLOR1,3,6:CHAR,5,18,"3",1:COLOR1,4,4:CHAR,7,18,"4",1
180 COLOR1,5,5:CHAR,9,18,"5",1:COLOR1,6,3:CHAR,11,18,"6",1
190 COLOR1,7,4:CHAR,13,18,"7",1:COLOR1,8,4:CHAR,15,18,"8",1
200 COLOR1,9,5:CHAR,17,18,"9",1:COLOR1,10,4:CHAR,19,18,"10",1
210 COLOR1,11,4:CHAR,22,18,"11",1:COLOR1,12,5:CHAR,25,18,"12",1
220 COLOR1,13,4:CHAR,28,18,"13",1:COLOR1,14,4:CHAR,31,18,"14",1
230 COLOR1,15,4:CHAR,34,18,"15",1:COLOR1,16,4:CHAR,37,18,"16",1
240 COLOR1,8,6:CHAR,1,21,"*** +4 COLOUR AND LUMINANCE CHART ***"
250 COLOR 1,4,5:CHAR1,16,24,"HIT KEY"
260 GETKEYK$:GRAPHIC0
270 COLOR1,2
```

Game Review
Title: LEAPER
Publisher: BUG-BYTE
Reviewer: Gary Christy, HERTS

As you load this game you will be impressed. A what only can
be described as brilliant title screen appears whilst the
program is laoding, and just listen to those sounds, they must
surely rate as probably the best yet.

The aim of the game is to put you name in the lights at the
top of the screen, letter by letter. You have to 'LEAP'
through the moving holes on each of the seven levels, trying
to avoid falling back down. As if that isn't enough there are
six levels of 'Gribbles' out to get you, including Gub-Gubs
(ace graphics here), Mutant Hot X-Buns and the last VW, to
name just a few. The characters are superbly animated
including your own chap, who, when not on the run stands with
hands on hips swinging left and right whilst bobbing up and
down.

As the instructions say, 'it all sounds so simple', but
believe me this is one mean game. Be warned, once loaded this
game is extremly addictive and you will find it almost
impossible to put down.

RATINGS OUT OF 10: -

ANIMATIONS   10

GRAPHICS   9

MUSIC   10

PLAYABILITY   9

V. F. M.   10

ADICTIVITY   25 (eh?, I thought the ratings were out of 10? ED)

V. F. M = Value For Money

```
5 COLOR 4,12,4
10 GRAPHIC1,1:COLOR1,6,3
20 Q=50
30 DIMU(Q),V(Q)
40 FORY=50TO150STEP2
50 X=25+50*Y/100
60 DRAW,X,191-YTO200-X,191-Y
70 NEXTY
80 DRAW,100,191-50TO100,191-25
90 FORY=0TO25
100 DRAW,85,191-YTO115,191-Y
110 NEXTY
120 FORL=0TOQ
130 Y=50+100*RND(1)
140 Y=2*INT(Y/2)+1
150 X=50+100*RND(1)
160 Z=25+50*Y/100
170 IFX<ZORX>(200-Z)THEN130
180 U(L)=X:V(L)=191-Y
190 NEXTL
200 COLOR1,INT(RND(0)*8)+1,INT(RND(0)*6)+1
210 L=INT(Q*RND(1))
220 DRAW,U(L),V(L)
230 COLOR 1,9,5
240 CHAR 1,25,4," C R VIDEO "
250 COLOR 1,6,4
260 CHAR ,1,25,7,"W I S H E S"
270 CHAR 1,25,9," Y O U    A "
330 COLOR1,3,3
340 CHAR1,25,11," M E R R Y
350 COLOR1,7,4
360 CHAR1,25,14,"  X M A S
370 COLOR 1,9,5
380 CHAR1,11,2, "\|/"
390 CHAR1,11,3, "-+-"
400 CHAR1,11,4, "/|\"
410 COLOR 1,3,4
420 CHAR 1,25,19," HAPPY   NEW"
430 COLOR 1,12,6
440 CHAR 1,25,20,"     YEAR     "
450 COLOR 1,3,4
460 CHAR 1,25,21,"   TO   ALL "
470 CHAR 1,25,22," SUBSCRIBERS"
480 CHAR 1,25,23," OF C16/C116"
490 COLOR 1,2,4
500 CHAR 1,25,24,"PLUS/4 MONTHLY"
510 GOTO200
```

W.D. BRIGHTON

Xmas tree 1989 by

19

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